

Scenarios

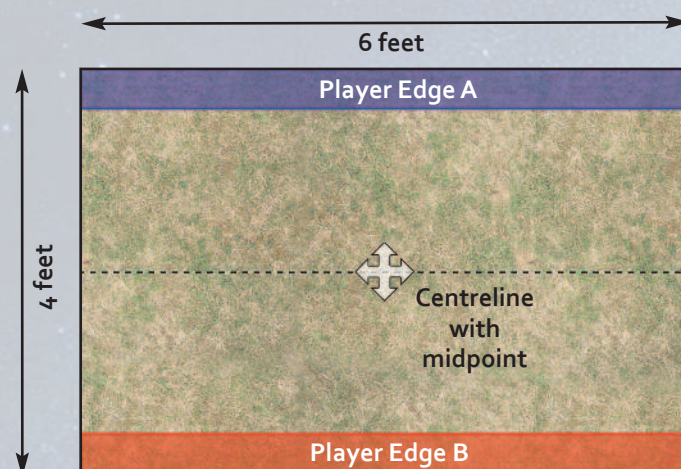
PLAYING A SCENARIO

The Antares game can be played between two opposing sides, each side comprising one or more players, in a regular head-to-head style of play. The game can also be played between two or more opposing sides with a third party games master or umpire. These are two different approaches. The first requires little preparation and can be played on the basis of simply turning up with a suitable force; this is sometimes described as a competitive, tournament or club style of play. The second method is closer in approach to a role-playing game, where an impartial games master creates a scenario and runs the adventure, implementing or improvising rules if he feels the need, working out the back story, and setting objectives for the players. This second method obviously takes more effort to prepare, and calls for a different attitude from the players: it's more about working through the story to find out what happens than simply winning or losing. Most importantly, when a games master is running things he can change rules or impose new ones should he feel the need. In a games master run game there is only one unbreakable rule – the games master is always right! This places a great deal of responsibility for the outcome of the game on the games master; the games master can't win or lose as such, his job is to make sure everyone involved has a good time.

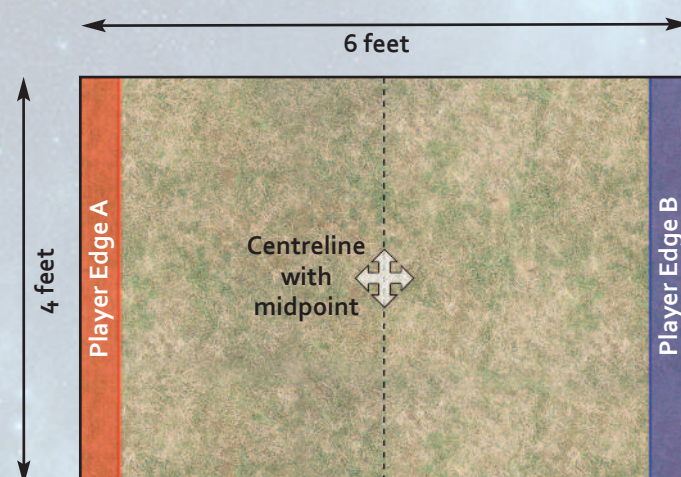
The reason I'm saying all this is that in recent years most players have come to expect a wargame to be the competitive head-to-head style of game and not the role-playing style game I've described above. In fact, the competitive approach has become so much the norm that I suspect many players will have no experience or expectation of anything else. The scenarios that follow include a whole batch designed for this competitive style of play, which will no doubt suit the tastes of the majority of players. However, we shall also give consideration to those who wish to approach their games in terms of telling stories, of creating a shared setting, and launching a cast of characters upon the stage of battle. For this reason I have also included some scenarios based upon games we have fought and which take a more narrative approach, requiring a games master in some cases. You can play either style or both, or mix elements of role-playing and story telling into regular head-to-head games, it's entirely your choice and there is no need to stick to any one method.

TABLE SIZE

We have played on tables of all sizes from four to seven feet wide and four to ten feet long, but for practical purposes we'll assume that scenarios are played on a table four feet wide and six feet long with forces starting from opposing long edges unless stated otherwise. Table size is an important consideration when playing some scenarios as will become obvious.



In some scenarios the game is played from the short edges like this.



Regardless of whether the game is played from the long or short edges, we divide the battlefield into two by drawing an imaginary centreline between the two sides across the middle of the table. This defines each player's half of the table. The middle of the centreline (midpoint) is used in some scenarios when placing objectives or terrain. In some scenarios units are deployed up to the halfway mark, or terrain is specified in respect to the centreline, or objectives might be allocated to one half of the table or the other.

SETTING UP THE TERRAIN

There are several equally good methods of arranging terrain upon the battlefield in an even-handed fashion, and it is perfectly acceptable to use whatever method the players prefer. Most of the scenarios give an outline of the scenery required, but we leave it up to the players to decide exactly what terrain to use and where to position it.

The rules given in this section are designed to help players set up



Algoryn AI
Assault Squad

competitive style games, perhaps at short notice or using whatever scenery is likely to be at hand at a gaming club. Players who would sooner adopt some other method and arrange things to their mutual satisfaction are – of course – welcome to do so. For umpired games or games where the players are happy to take control and create their own battlefield there is no need to follow these rules at all. Make the whole table a giant rhubarb plantation, the inside of a clockwork building, or a network of underground tunnels crammed with giant toadstools – the world is your oyster – and a forest of monstrous flesh-eating bivalves is fine too by the way!

In General

Generally speaking, we play our games with about a dozen pieces of scenery and sometimes more. The more terrain you use the more opportunities there will be for troops to advance into good positions, to out-manoeuvre the opposing forces, and coordinate or support attacks. If you have very little terrain then your troops will be reduced to either hunkering down to reduce casualties or piling straight at the enemy hell for leather and trusting to luck – neither of which makes for a very interesting battle. On the whole, try to build a tabletop that would make a credible scene of battle in real life and you can't go far wrong.

Terrain Size

For purposes of explanation we're going to specify maximum sizes for terrain areas and linear features. We do this on the understanding that players who prefer to allow a little lee-way in these matters, perhaps to accommodate existing scenery for example, are entirely at liberty to do so. The size of terrain areas can be an important consideration in some scenarios, so bear this in mind if you have existing scenery that falls slightly outside of the parameter given.

Aside from hills, half the terrain should fit within the area of a square 6" x 6", and half should fit within the area of a square 8" x 8". Linear low obstacles should be up to 6" long but can be combined together as noted below. It is not necessary that every area of terrain or length of obstacle be of the maximum size described – or square for that matter – only that the feature falls within the dimensions given in so far as possible.

A hill can be up to 12" x 12". Where both players are agreed, two or more hill areas can be amalgamated to create larger ridges or uplands, as described below.

Terrain Type

We recommend the following general restrictions on the kinds of terrain. This is intended to ensure that troops do not become

bogged down in a typical 'club' game. Obviously if you wish to fight over a cityscape you will probably want to fill the table with high buildings, and similarly you might wish to play in a dense jungle, or through a maze of impassable boulders. Our guidelines are intended purely to help set up a playable, reasonably fast-paced game in a typical club environment using the kinds of model terrain most clubs, and most players, will already have.

At least half the terrain areas should be either low hills or light terrain that does not constrain movement (i.e. not difficult terrain).

No more than half the terrain areas should be difficult terrain of any kind, dense terrain, high ground or buildings. No more than two terrain areas should be impassable.

Placing Terrain

For now we will not worry about what exactly the terrain is supposed to be, whether it's a primeval jungle, a bleak world of craters and jagged rocks, an urban landscape of streets and habitation towers, the ruins of a war-torn city, an isolated research outpost beside a desert oasis, a sprawling farm of algae tanks and suntraps, an automated processing plant of vast machines, a sprawling mine, or whatever. We'll start off by assuming the players have a mix of terrain pieces, which they will lay down over a flat table to create the battlefield.

If you have hills to place, put these down first to build the basic topography. Roll a dice to decide who goes first, and then take it in turns to lay down the hills until all the hill terrain has been positioned. When you place a hill don't put it within 8" of the midpoint of the table, and don't put it within 8" of another hill you have already placed unless both players agree to combine two hills together to make a larger upland area. We do this to make sure there is room for other terrain, and also to make sure the line of sight between the two armies isn't blocked by a hill in the centre of the table from the onset.

Once the hills have been placed, position the rest of the terrain one item at a time, each player choosing and placing a terrain area or linear obstacle in turn. When placing a piece of area terrain each area must be positioned at least 4" away from another piece of area terrain. Linear obstacles can be placed anywhere and can abut other terrain or each other if you wish. Area terrain or linear obstacles can be placed near or on hills if the scenery you have will fit; for example, a forest could go along the rise of a hill, you could put a building on top of a hill, or a hill could have walls surrounding its lower slopes. The reason we leave a 4" gap between area terrain is to allow troops to move around terrain and to enable buildings to be arranged around imaginary streets or tracks.

How Much Terrain

It's really up to the players to decide how much terrain to use and you may want to play some games over relatively open battlefields and others other crowded cityscapes. If players want to approach this in a formal fashion then we suggest the following method:

1. Lay down 6 pieces of terrain on the table, placing the terrain as described above. If both players are content with the terrain and neither wants to add more then you are done. Otherwise continue as below.
2. Lay down a further 6 pieces of terrain as before, but now the players can stop laying terrain at any time by mutual consent. If both players are content with the terrain at any point and neither wants to add more you are done. Otherwise continue as below.
3. Lay down further terrain areas as before, but if either player is content with the terrain at any point you are done and terrain placement ceases.

Depending upon your layout you might reach a point where it is impossible to place any more scenery because there isn't room! In this case the battlefield is complete regardless of how many pieces of terrain you have already placed.

Once the players have finished placing terrain they can swap round or move any terrain by mutual consent if they think a better game will result.

Note that the value of 6 pieces of terrain referred to in the three steps given above, assumes the game is taking place on a table that is 6 x 4 feet. It is the equivalent to 1 piece of terrain per 4 square feet, which is also the same as 1 per foot of table length on a 4-foot wide table. If you want to use the same method for a smaller or larger table, it will be necessary to adjust the value to 1 per 4 square feet to keep the same proportion. For example, on an 8 x 4 feet table the value would be 8.

Choosing Sides

Once the terrain has been set up in the manner described nominate one long table edge as side 'A' and both players roll a dice. The highest score starts from side 'A'. This method is preferred because it obliges both players to consider the battlefield from the opposing edges when they place terrain.

DEPLOYMENT

The scenarios that follow describe where the opposing armies deploy at the start of the battle. Unless a scenario specifies how units are to be deployed, the default or standard method is as follows. Put all the order dice in the dice bag and draw them out one at a time. When a player's dice is drawn he can select a unit and place it on the table. Once all units have been placed on the table the army is deployed and the game is ready to begin.

If a force includes MOD units – i.e. units with multiple order dice – then include all the order dice for these units in the dice bag. To deploy a MOD unit the player has to first allocate an order dice to the unit to indicate he will deploy it next, after which every order dice he draws is placed next to the MOD unit until it has the number of order dice equal to its MOD value, at which point it is deployed. As most MOD units have 2 order dice this simply means the unit deploys once 2 dice have been drawn. MOD units are not covered in the core rule set, but will be included in future updates.

If a force includes sharded units – i.e. multiple units represented by a single order dice – then just the one order dice is included in the dice bag for a sharded unit. When a sharded unit deploys, all of its constituent units are placed on the table at once.

The scenario description will say where troops are allowed to deploy. In most cases this is within one standard move (M) of the player's table edge, i.e. 5" in most cases.

Some units have a standard move greater than the usual 5", for example targeter probes and fast speeders. In such cases, regardless of their move distance, units cannot be deployed within 10" of the centreline unless the scenario specifically allows it.

10" Rule for Deployment

Regardless of where units are allowed to deploy, at the start of the game units cannot be deployed within 10" of enemy units that are already deployed. In other words, there must always be more than 10" between opposing units at the start of the game. Note that this only applies when deploying armies at the start of the game and not to units entering the table during the game itself.

Deploying half a force

Some scenarios specify that half – or some other proportion – of a force must be deployed in a specific way. For example, in some scenarios you must deploy half your force on the table at the start of the game, whilst the remainder of your force moves onto the table during play.

'Half' – or whatever proportion of your force we are talking about – is defined in terms of the number of order dice for that force.

Sharded units such as targeter probes are always one unit for these purposes. They have one order dice – so the whole sharded unit counts as one unit when working out a proportion of your army.

Multiple order dice (MOD) units have more than one order dice per unit. When working out a proportion of your force a MOD unit is counted as two units if it has two order dice, three units if it has three order dice, and so on.

If dividing up your army results in an odd number, always round up for the initial deployment. So, if you have 9 order dice in total and must deploy half on the table at the start of the game, you have to deploy 5 order dice worth of units not 4.

Moving On To The Table

Some scenarios begin with one or both armies off the table at the start of the game, and units move onto the tabletop from the table edge either in the first turn or during a subsequent turn. If units are only allowed to enter from the second turn onwards, don't include their order dice in the dice bag for the first turn, add their order dice to the dice bag for the second turn. Similarly, units that can enter from the third turn add their dice in the third turn, and so on.

The default rule is that units that enter the table in the first turn must be given a Run or Advance order to enable them to move, and the order is automatically carried out without an order test. Units that enter the table in the second or a subsequent turn also need a Run or Advance order to move, but must take and pass an order test to enter the table. Units that fail their test do not enter that turn, but can continue to test to enter in each subsequent turn until they do so. Units that fail an order test to enter the table do not go down and don't suffer any additional penalties –

they just don't enter the table that turn.

When a unit moves on from a table edge, pick a point along the edge and measure each model's move from that point. In some instances this point will be specified in the scenario so you don't get to pick. Move all the models belonging to the unit onto the table if possible. If it is possible to move some, but not all, models onto the table in this way, then further models are allowed to enter the table either side of the specified entry point so long as they can move into formation with the rest of their unit. If any models are unable to enter the table for any reason, the unit must maintain formation with its entry point, and any models yet to enter automatically do so when the unit next moves.

Units are never allowed to make an assault when they move onto the table. Otherwise, unless the scenario specifies otherwise, units moving onto the table are treated the same as units already on the table and can therefore shoot, run, sprint and so on assuming they are otherwise capable of doing so.

Units testing to enter the table use their basic Command stat with no modifiers applied unless the scenario specifies it (in some games we make it harder to enter straight away and progressively easier in subsequent turns, to represent the arrival of reinforcements). Command units cannot use their Follow rule to bring other units into play at the same time; each unit must test individually unless the scenario specifies otherwise.

Deploying Sharded Units

When deploying sharded units such as targeters, all the individual units in the shard are deployed at the same time. This is because sharded units are represented by one order dice, so when it comes to deployment they are 'one unit' even though they don't need to be deployed in formation.

Where a scenario has multiple deployment zones, or where some units begin off table and deploy onto the table during play, a sharded unit must either be deployed in its entirety at the same time into a single zone or kept off table in its entirety. Individual units can deploy at different points in the deployment zone if the player wishes, but they all have to enter in the same zone. For example, if the force has to deploy from the player's table edge every unit in the shard has to deploy along that edge, but not necessarily from the same point.

MOVING OFF A TABLE EDGE

Units are not allowed to move off the table edge during the game unless this is a specific requirement of the scenario or something conferred by a special rule or condition. In other situations units always halt at the edge of the table.

In some scenarios the objective is for units to leave the table by one or other table edge: the 'Unexpected Encounter' and 'Recover at All Costs' scenarios, for example.

As soon as any portion of one model crosses the table edge the whole unit is judged to have left the table and is removed from play. Thus, in scenarios where a unit must leave the table it is only necessary for one model to move over the edge, at which point all remaining models are assumed to follow regardless of the distance moved to do so.

GAME DURATION

Except where stated otherwise games are played until either one side is depleted below half strength, or until six turns have elapsed, at which point a test is made to determine if a further

turn is played. Some games also have specific objectives, and the game ends once this objective has been achieved.

Play for six turns and at the end of the sixth turn roll a D6. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

If either or both sides have lost more than half their original number of order dice at the end of any turn roll a D6. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn. For example, if an army has 12 or 13 order dice at the start of the game, make this test once it has lost 7 dice. We call this the 'break' value. The break value signifies the point at which an army has taken so many casualties it is no longer considered effective as a fighting force.

VICTORY CONDITIONS

Each scenario has its own victory conditions based upon the objective for the scenario. However, in any game an alternative way of deciding which side has won is by comparing the number of order dice held as casualties.

If an army loses order dice equal to or greater than its break value by the end of the game it is deemed to be broken. We don't mean to suggest the army is destroyed or reduced to fleeing in uncontrolled terror from the enemy (we leave it to the opposing player to suggest that!), but only that it lacks the numbers or will to achieve its objective.

If one side is broken and the other is not, the side that is broken has lost the battle. The other side is the clear winner.

If both sides are broken, the side that has suffered more dice lost in excess of its break value has lost the battle and the other side is the winner. If this value is equal the result is a draw. For example, if both sides have a break value of 6 and the Concord has lost 8 dice and the Isorians have lost 6 then the Concord wins by a margin of 2.

If neither side is broken at the end of the game, the side that is closest to its break value has lost the battle and the other side is the winner. If this value is equal the result is a draw. For example, if both sides have a break point of 6 and the Concord has lost 5 dice and the Isorians have lost 4 then the Isorians have won by a margin of 1 dice.

The flick screen evaporated with a crackle of static as the speeder came to rest upon its suspensors. Yu Hamnu started at the noise: she was accustomed to technology that was both obedient and silent. A blast of air rushed into the void left by the collapsed screen, hot and heavy with the acrid smell of actinic fire. If the speeder's rider was aware of these terrifying sounds and smells he showed no sign of it. He rose effortlessly from the machine's saddle, swinging his long legs over the slender frame and standing squarely upon the runway.

'Is it supposed to make that noise,' she asked as he offered a steady hand. The speeder hovered one step above the ground, buoyed gently upon its suspensors.

'What noise would that be, your excellency?' grinned the rider as he took a slender hand and guided her from the pillion. She sensed the unyielding strength in his arms and felt a pang of outrage. The impertinence of this fellow, even to touch her hand so, the hand of an Ambassador of the Panhuman Concord. None the less, she was grateful for his strength, by his confidence and courage. It was a strange and contradictory feeling. And Yu Hamnu was not used to contradiction. That too was bewildering.

Scenario 0: Let Battle Begin!

Two forces are converging upon the same strategically vital location – their orders are simple – defeat the enemy and take possession of the field. Each side must attempt to defeat the other by destroying as many enemy units as it can.



Set up

Set up the terrain as described under Setting Up the Terrain on page 1. Once the terrain is set up, roll randomly to determine which player starts from which long table edge.

Deployment

Deploy both armies on the table within one move distance of the edge as described under Deployment on page 3.

Objective

Both sides have the same objective – reduce the enemy force to its break point and drive it from the battlefield.

Game Duration

The game is played until one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration on page 4.

Victory

Victory is worked out by comparing the number of order dice lost by each side as described under Victory Conditions on page 4. Whichever side wins drives the enemy from the field to claim possession of this vital objective.

Notes

This is our basic and most simple scenario in terms of the set up, deployment and objective. For that reason we give it first of all the scenarios – it uses the default rules and serves as an example of how these are applied. There are two things to bear in mind with this scenario. Firstly, although the lack of clutter or distraction is useful for inexperienced players because it enables them to focus on the game rules, the lack of any specific objective beyond killing the enemy can result in both forces hunkering down and abandoning any attempt at manoeuvre. To get round this make sure there is plenty of scenery, so that units can move round flanks without being shot at by the enemy. The second thing to bear in mind is that the amount and type of scenery will largely dictate how the game goes. A careful and thoughtful set up will produce a tense and interesting game, whilst too much open ground or too many easily defensible positions will result in either a bloodbath or a static battle respectively. So, although an easy way for novice players to get stuck in, it's also a scenario that is worth returning to once players have a good grasp of the way terrain and tactics interact.

Player A deploys within one move of edge



Player B deploys within one move of edge

Scenario 1: Reinforce the Position

Two forces are battling for control of the war zone and each side is mustering reinforcements to throw into the fight. Each side must attempt to defeat the other by destroying as many enemy units as it can.

Set up

Set up the terrain as described under Setting Up the Terrain on page 1. Once the terrain is set up, roll randomly to determine which player starts from which long table edge.

Deployment

Both armies deploy half their army on the table within one move distance of the

edge as described under Deployment on page 3.

Remaining units can enter from the player's own table edge from turn 1, or from either of the adjoining short side edges up to the half way mark from turn 2. Units entering in turn 1 move on without testing, otherwise a test is required as described under Moving on to the Table on page 4.

Objective

Both sides have the same objective – reduce the enemy force to its break point and drive it from the battlefield.

Game Duration

The game is played until one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration on page 4.

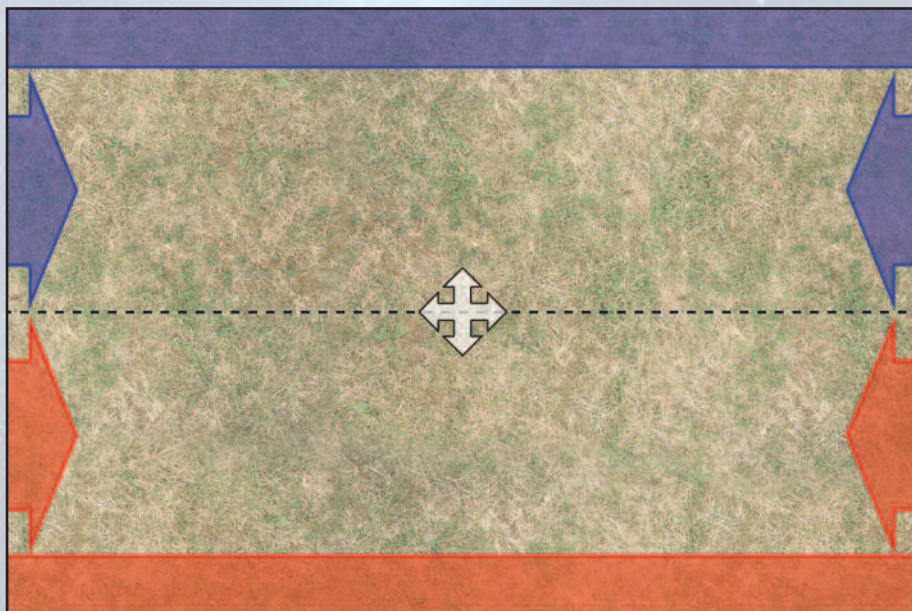
Victory

Victory is worked out by comparing the number of order dice lost by each side as described under Victory Conditions on page 4. Whichever side wins drives the enemy from the field to claim possession of this vital objective.

Notes

In this game each player has a choice of bringing units into play in the first turn from his own base edge, or waiting a turn and bringing them on to the table along the flanks. It's another straightforward conflict that can be set up and played without much preparation, but the opportunity to send units round the flanks expands the tactical options over the basic Let Battle Begin scenario.

Player A deploys within one move of edge



Player B deploys within one move of edge

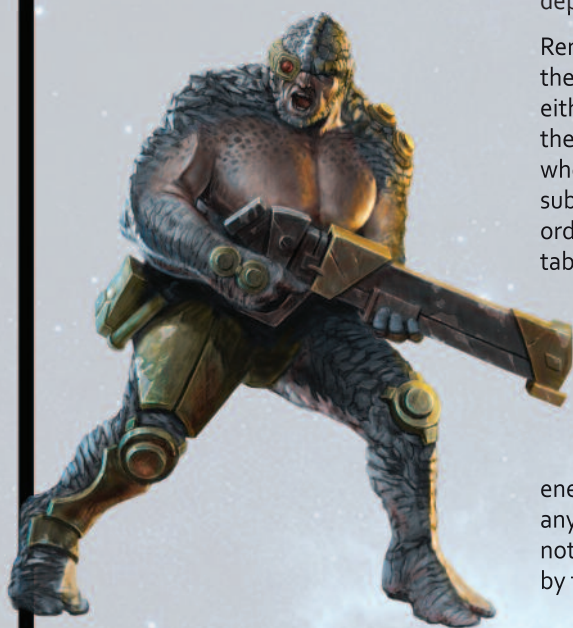


Scenario 2: An Unexpected Encounter

Two scouting forces are returning to their own lines through the remains of a ruined outpost when they come across each other unexpectedly. Each side must try to retreat towards its own lines whilst inflicting as much damage on the enemy as it can.

Set up

Set up the terrain as described under Setting Up the Terrain on page 1. Ideally, terrain can be a mix of low rubble (light terrain) and ruins (dense terrain), separated by streets and pathways, creating the remains of a war-torn outpost.



Deployment

Deploy half of both armies on the table within 10" of the edge and no more than 10" either side from the middle of the edge as shown on the diagram below (i.e. a box 20" x 10" in the middle of the table edge). If either side has targeter probes these must be included in the initial deployment.

Remaining units enter the battlefield from the table edge and no more than 10" either side of the middle of the edge from the first turn onwards. Regardless of whether units enter in the first turn or subsequently, in this scenario a successful order test is required to move onto the table, see Moving On To the Table on page 4.

Objective

Both sides have the same objective – get as many units off the opposing edge as you can and stop the enemy doing the same. Units can exit at any point along the opposing edge and not just the portion of the edge covered by the enemy's deployment zone.

Game Duration

Play for the usual six turns or until one or both sides is broken, and then test to play a further turn, as described under Game Duration on page 4.

The game also ends at the end of any turn if one or both sides succeed in moving all surviving units off the table, ignoring units of targeter probes because these don't score for leaving the table anyway.

Victory

Each unit that you get off the table via the opposing table edge earns you 3 victory points. Each enemy unit you destroy earns you 1 victory point up to a maximum value equal to your score for getting units off the table. The side with the most victory points at the end of the game is the winner. Equal scores is a draw regardless of the number of units lost on either side.

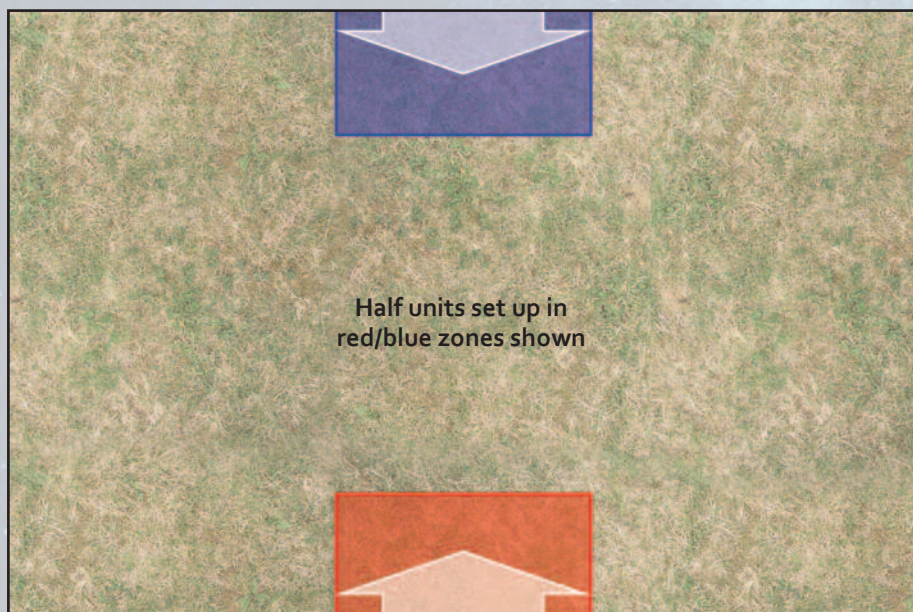
Units of probes don't score at all for leaving the table. Sharded units such as targeter probes don't score for casualties unless an entire sharded unit is destroyed. Note that in this scenario MOD units (units with multiple order dice) only score 1 victory point when they fall casualty and not the MOD value.

Notes

If your table is wider than the standard 4 feet you must either allow more time for each side to achieve the objective or start the opposing sides closer together. 4 feet can be traversed in 5 standard run moves and game duration is set at 6 or 7 turns. A 6 foot wide table would require 8 standard run moves to cross, so set your game duration to 9 or 10 turns, allowing 1 or 2 additional turns on top of standard run rate.

In this game both players have to keep moving to achieve their objective. Note that you score no victory points at all unless you succeed in getting at least one unit off the table, whilst units lost don't count against you unless the enemy can also get units off the table. Sacrificing units to keep the enemy pinned down whilst sneaking your own units past the opposing defences is therefore well worth a try.

Half units enter from behind zone and must pass an order test to enter.



Scenario 3: Hold The Line

One side has taken up a defensive position along the perimeter of a strategically vital installation. The defenders have to hold the line whilst further preparations are made to repel the invader. The attackers must try to sweep the defenders aside.

Set Up

In this game the players set up the scenery starting with the defender, so begin by deciding which player is the defender and which the attacker. Decide amongst yourselves or roll a dice and the highest scorer chooses.

The defender begins by placing three pieces of terrain within the defenders' deployment zone as shown on the map below. These can be areas of light or dense terrain, or an arrangement of low obstacles enclosing an area up to 8 x 8". One area can – in addition – sit on a low hill or high ground if the player wishes. These three areas must be at least 15" apart and at least 5" from the defender's table edge.

Place an objective marker in the centre of each of the three areas – these indicate the positions of the key objectives. The attackers must capture these objectives and the defenders must hold on to them. Any suitable marker or token will do, or else a model drone, packing crate, ammo stack or esoteric pieces of equipment, as you wish.

The defending player must then place three areas of terrain in the attackers' half of the table. These can be the same kinds of terrain as before, and must be placed at least 5" from any table edge and at least 6" from each other. As before, the defender

can site one of these areas on a low hill or high ground, but doesn't have to do so.

Once these items of terrain have been placed, the players can add any further terrain – including hills – alternating in the usual fashion, starting with the defender. All terrain placed at this stage must be positioned touching the player's own table edge, i.e. the attacker can only place terrain against the attackers' table edge and the defender can only place terrain against the defenders' table edge (see Setting Up the Terrain on page 1).

Deployment

The defender deploys half of his force anywhere within his half of the table. The remaining defenders enter the table along the player's table edge in the first turn (see Moving on to the Table on page 4).

The attacking force moves on to the table in the first turn.

Objective

The attacker must try to capture the positions indicated by the three objective markers. The defender must try to stop this happening.

Game Duration

The game is played until one side reaches

its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration on page 4.

The game also ends at the end of any turn if the attackers have captured all three objectives.

Victory

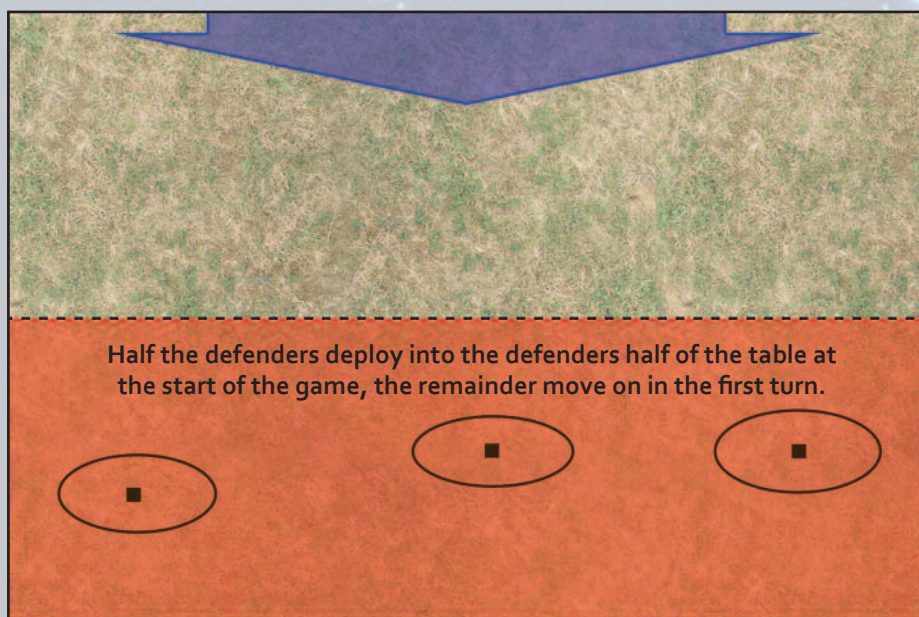
The attacker wins if he holds two or more objectives at the end of the game. If the attacker holds one objective the game is a draw. If the attacker holds no objectives the defender wins.

Special Scenario Rules

1. Starting on Ambush. At the start of the game any defending units can begin the first turn on ambush – take a dice from the dice bag and give the unit an ambush order.
2. Sonic Attack. Before the first turn the attackers make a sonic attack to soften up the defenders. For each defending unit deployed onto the table roll a D10.
 - 8-10 No effect
 - 5-7 The unit takes 1 pin marker
 - 2-4 The unit takes D3 pin markers and goes down – place a down order either by swapping the unit's existing order or taking a dice from the dice bag if it doesn't have an order already.
- 1 The unit takes D3 pin markers, suffers D6 hits with a Strike Value of 3 and goes down as described above.
3. Capturing an Objective. All objectives are held by the defender at the start of the game regardless of where the defender's troops are positioned. When an objective changes hands during the game then it remains under the control of that side until it is taken back.

To capture an objective there must be a model from one of your infantry or command units within 3" of the objective marker at the end of the turn, and there must be no enemy infantry or command units within 3" of the objective marker.

Attackers move on to the table in the first turn



Scenario 4: Return to Base Camp

An expeditionary force has set up a base camp upon a hill in the centre of the battlefield, from which troops have spread out to search the surrounding area. Unknown to the explorers, an enemy force has traced their position and is about to launch an attack and wipe out the base camp before other units can come to the rescue.

Set up

Position a hill up to a maximum size of 18" x 12" in the centre of the table along the lines shown in the diagram. A scattering of rocks forms a barrier of low obstacles or rough walls around the hill's perimeter. The hill and its barrier of obstacles represent the base camp.

Set up further areas of light terrain adjoining the table edge, but leave a clear gap around the hill of at least 6" (i.e. more than a standard move). Some areas of terrain can be substituted for low obstacles formed of rocks or vegetation if you wish. Up to two areas of terrain can instead be either dense or impassable, but these cannot be placed within 10" of the hill.

Deployment

Both sides roll a dice and the highest score picks whether to defend or attack. The defender tries to fend off the attackers whilst his scattered forces return to the base camp. The attacker tries to overwhelm the base camp before the rest of the enemy arrive to save the day.

The defending side sets up half of its units on the hill. Remaining units enter the battlefield from the second turn onwards, at random positions along the table edge as described below.

Once the defending units have been placed on their hill, the attacker can choose any

one edge to deploy onto, and can deploy up to one standard move onto the table in the usual way – see Deployment on page 3.

Remaining defending units can enter the table from the second turn onwards. In this scenario units attempting to enter the table suffer an initial Command penalty when making an order test, as noted below.

Turn 2: -3 Command penalty

Turn 3: -2 Command penalty

Turn 4: -1 Command penalty

Turn 5: No penalty (get a move on!)

Turn 6: Arrive automatically no test required (where have you been?)

Units that pass their test, or that arrive automatically in turn 6, enter the table in a random position as follows:

Roll a D10 to determine which table edge the unit comes from:

- | | |
|-----|---|
| 1-3 | The edge opposite the attacker's starting position |
| 4-5 | The edge clockwise from the attacker's starting position |
| 6-7 | The edge anti-clockwise from the attacker's starting position |
| 8-9 | The attacker's starting edge |
| 10 | Your choice of edge and position (see below) |

To determine the point where a defending unit enters the table, divide the edge into six equal parts starting from one edge and roll a D6. E.g. if a 3 were rolled along the long edge the unit would begin 3/6ths of the way along – or half way (each pip of the dice = 1 foot of a 6 foot edge or 9 inches of a 4 foot edge).

If there are enemy within 5" of the point indicated, then instead of the unit entering at the position rolled, the opposing player can choose a point along any table edge, so long as it is more than 5" from any enemy.

If you roll a 10 for your edge you can choose exactly where to bring the unit on, but not within 5" of the enemy.

In the case of sharded units such as targeter probes, the entire shard unit enters along the same edge and the player can choose to either roll for one unit at a time or any or all the probes can be brought on from the same point.

Objective

The defender must hold on to the base camp and survive. The attackers must capture the base camp and kill as many enemies as they can.

Game Duration

The game is played until one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration on page 4.

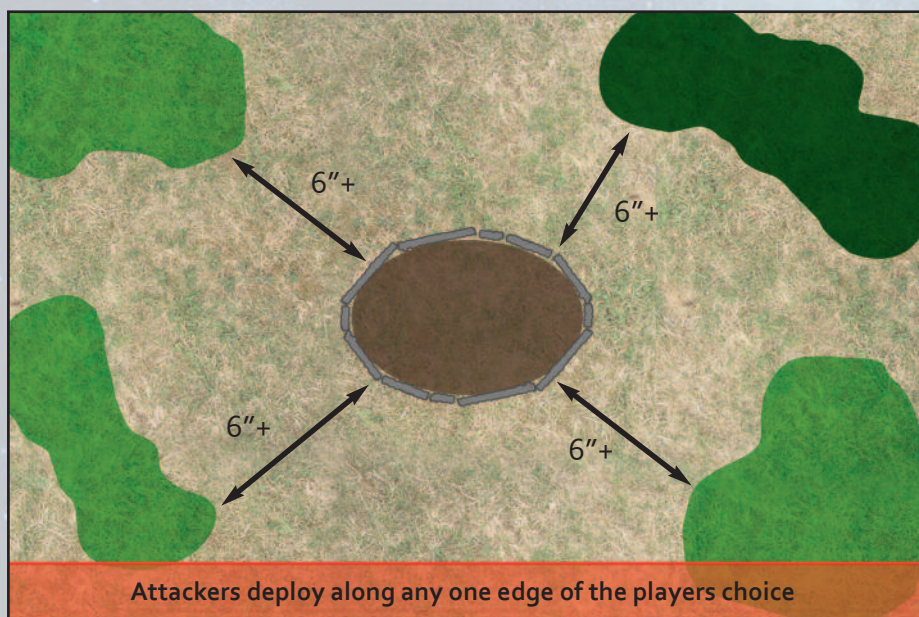
The game also ends at the end of any turn if there are no defenders left on the hill, and there is at least one unit of attackers on it.

Victory

If one side has at least one unit on the hill at the end of the game and the other side has no units on the hill, then the side in possession of the hill is the clear winner.

Otherwise the side with the most units on the hill is the winner. If both sides have an equal number of units then the side with the most individual models on the hill is the winner. If neither side can claim victory, the result is a draw.

To count as on the hill a unit must have at least one model completely on the hill itself. Units of probes don't count at all, for example targeter probes.



Scenario 5: Recover at all costs

An explorer craft has returned from an uncharted gate and crashed upon a deserted world. Both sides race to recover the craft's recorder drone to discover what secrets it has uncovered. Both sides want to take the secrets for themselves. The worst thing that could happen is for those same secrets to fall into the hands of a rival!

Set up

Place the explorer craft's recorder drone on the table (objective marker). A marker or token can represent the recorder drone – or any suitable drone or probe model will serve if you have one spare. The drone can be placed up to 10" to the left or right of the middle of the table along the centreline, equidistant from the opposing players' table edges.

Set up the terrain as described under Setting Up the Terrain on page 1. Ideally, the terrain represents the scattered debris of the crashed spacecraft, but this is not strictly necessary. Once the terrain is set up, roll randomly to determine which player starts from which long table edge.

Deployment

In this scenario neither side deploys before the game. Both sides must deploy half their army on to the table in the first turn, and the remainder of their army in the second or subsequent turn, rolling to enter as already described on page 4. Units can be deployed anywhere along the player's table edge. See Deployment on page 3.

Objective

The objective is to reach the recorder drone device (objective marker), and carry it off your own table edge.

Game Duration

The game is played until one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration on page 4.

The game also ends at the end of any turn if the objective marker is successfully carried from the table.

Victory

If one side succeeds in carrying away the objective marker before the end of the game it is the clear winner. If neither side succeeds in carrying away the objective marker then the side in possession of the marker at the end of the game is the winner so long as it could reach its own table edge with two Run moves. Otherwise, there is no winner and the result is a draw.

Special Scenario Rule: Capturing the Recorder Drone

To capture the explorer craft's recorder drone (objective marker), an infantry or command unit must move into touch with the objective marker. Place the captured marker into formation with the unit as you would a buddy drone.

So long as the objective marker remains in the hands of its captors it follows the unit

around in the same way as a buddy drone, keeping formation as it moves.

A unit that has captured the objective marker cannot make a sprint move and carry the marker. If the unit makes a sprint move the marker is abandoned and is left behind as the unit moves.

If the unit carrying the objective marker moves as close as permitted to another friendly infantry or command unit it can pass the marker to that unit. Likewise, if a friendly infantry or command unit moves as close as permitted to the unit carrying the objective marker it can take possession of it. The marker can only be passed unit-to-unit once in a turn.

If the unit carrying the objective marker is destroyed then the marker is dropped where it is.

If the unit carrying the objective marker is destroyed during an assault then the opposing enemy unit automatically captures the marker assuming it survives the assault to do so.

Whilst a unit is carrying the objective marker, an enemy can only capture it by assaulting and destroying the unit. The objective marker cannot be captured by moving into touch with it whilst an enemy unit is carrying it.

Alternative Special Rule

If the recorder drone has not been captured at the end of any turn, move the drone D6 inches in a random direction. The drone will halt if it would otherwise approach within 1" of a unit from either side, or if it reaches terrain it cannot enter.

Notes

This scenario is difficult to win outright because both sides must race forward if they are to stand a chance of capturing the drone. Once a unit has captured the drone it is likely to find itself the target of every enemy within sight! Success depends upon not only capturing the drone, but also managing to pass it back towards your own table edge and (hopefully!) off the battlefield. The alternative rule that allows the drone to move each turn can be a useful way of breaking the deadlock or tempting a player into making a rash move. Good luck!

